

Live Interior 3D Keyboard Shortcuts Pro and Standard Editions

Working with Projects

Cmd-N	Create a new empty project.
Cmd-Shift-N	Create a new project by using the Assistant.
Cmd-O	Open an existing project.
Cmd-W	Close the active project.
Cmd-S	Save the active project.
Cmd-Shift-S	Save the open project under a new name.
Cmd-Q	Quit the Application.
Cmd-P	Bring up the standard print dialog for printing the 2D layout.

Working with Objects

Cmd-Z	Undo the last operation.
Cmd-Shift-Z	Redo the last operation.
Cmd-X	Cut the selected object(s) to the Clipboard.
Cmd-C	Copy the selected objects to the Clipboard.
Cmd-V	Paste the content from the Clipboard into the project.
Cmd-D	Duplicate the selected object.
Del	Delete the selected object.
Cmd-A	Select all the objects in the document.
Cmd-1	Activate the selection tool.
Cmd-2	Activate the wall drawing tool.
Cmd-3	Activate the floor drawing tool.
Cmd-4	Activate the ceiling drawing tool.
Cmd-5	Activate the Measurement tool.
Cmd-6	Activate the ceiling opening drawing tool.
Arrow	Move the selected object in the 2D view. Walk in the 3D view.
Arrow-Shift	Move the selected object in the 2D view (by larger increments).
Cmd-G	Group the selected objects.
Cmd-Shift-G	Ungroup the selected objects.
Cmd-Shift-V	Display the selected object in the 3D view.

Working with Windows and Panels

Cmd-“+”	Zoom In.
Cmd-“-”	Zoom Out.
Opt and mouse wheel	Zoom in or zoom out.
Cmd-’	Show the floor plan at 100%.
Cmd-M	Minimize the active window.
Cmd-W	Close the active window.
Cmd-Ctrl-F	Enter or exit the full screen mode.
Cmd-,	Bring up the application Preferences dialog.
Cmd-R	Show or hide the rulers.
Cmd-\	Switch from 2D to 3D view and vice versa.
Cmd-I	Open or close the Inspector window.
Cmd-E	Open or close the Environment window.
Cmd-Opt-S	Show or hide 3D rendering statistics.
Cmd-0	Fit the floor plan to the 2D window.

Space-Drag	Scroll the 2D view using the mouse. This way you can use the pan tool without deactivating the currently active tool.
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Working with the Mouse

Cmd-Mouse	Turn the snap mode on or off in the 2D view.
Option-Mouse	Duplicate objects in the 2D view.
Shift-click	Select/deselect the object without changing the selection of other objects (can be used for multiple selection).

Walking and Looking Around in 3D View

Up Arrow (or W)	Move forward.
Down Arrow (or S)	Move backward.
Left Arrow	Turn to the left.
Right Arrow	Turn to the right.
Cmd-Up Arrow (or Q)	Tilt the camera up.
Cmd-Down Arrow (or Z)	Tilt the camera down.
Option-Up Arrow (or E)	Move the camera up.
Option-Down Arrow (or C)	Move the camera down.
Option-Left Arrow (or A)	Move the camera leftward.
Option-Right Arrow (or D)	Move the camera rightward.
Space-Drag	Look around staying in the same place.
Space-Opt-Drag	Move around the point located in the center of the 3D view.
Cmd-Opt-[mouse scroll]	Move the camera up or down.
Opt-[mouse scroll]	Move the camera to or away from the center of the screen.

* Drag means you move the mouse pressing down the right key.

Moving Objects in the 3D View

Cmd-Drag	Move an object with temporarily disabled the Glue By option. It is used to rip an opening out of the wall. The object moves horizontally.
Cmd-Opt-Drag	Move an object with temporarily disabled the Glue By option. It is used to change the object elevation.

Using Trackpad Gestures in the 3D View

Scroll up or down with two fingers	Move the camera forward or backward horizontally.
Scroll left or right with two fingers while holding down Cmd	Rotate the camera left or right.
Scroll left or right with two fingers while holding down Shift	Move the camera leftward or rightward.
Rotate with two fingers	Rotate the selected object.
Pinch with two fingers	Move the camera to or away from the center of the screen.
Scroll up or down with two fingers while holding down Opt-Shift	Tilt the camera up or down.

Using Trackpad Gestures in the 2D View

Scroll with two fingers	Scroll the 2D view.
Rotate with two fingers	Rotate the selected object.
Pinch with two fingers	Zoom in or out at the cursor position.